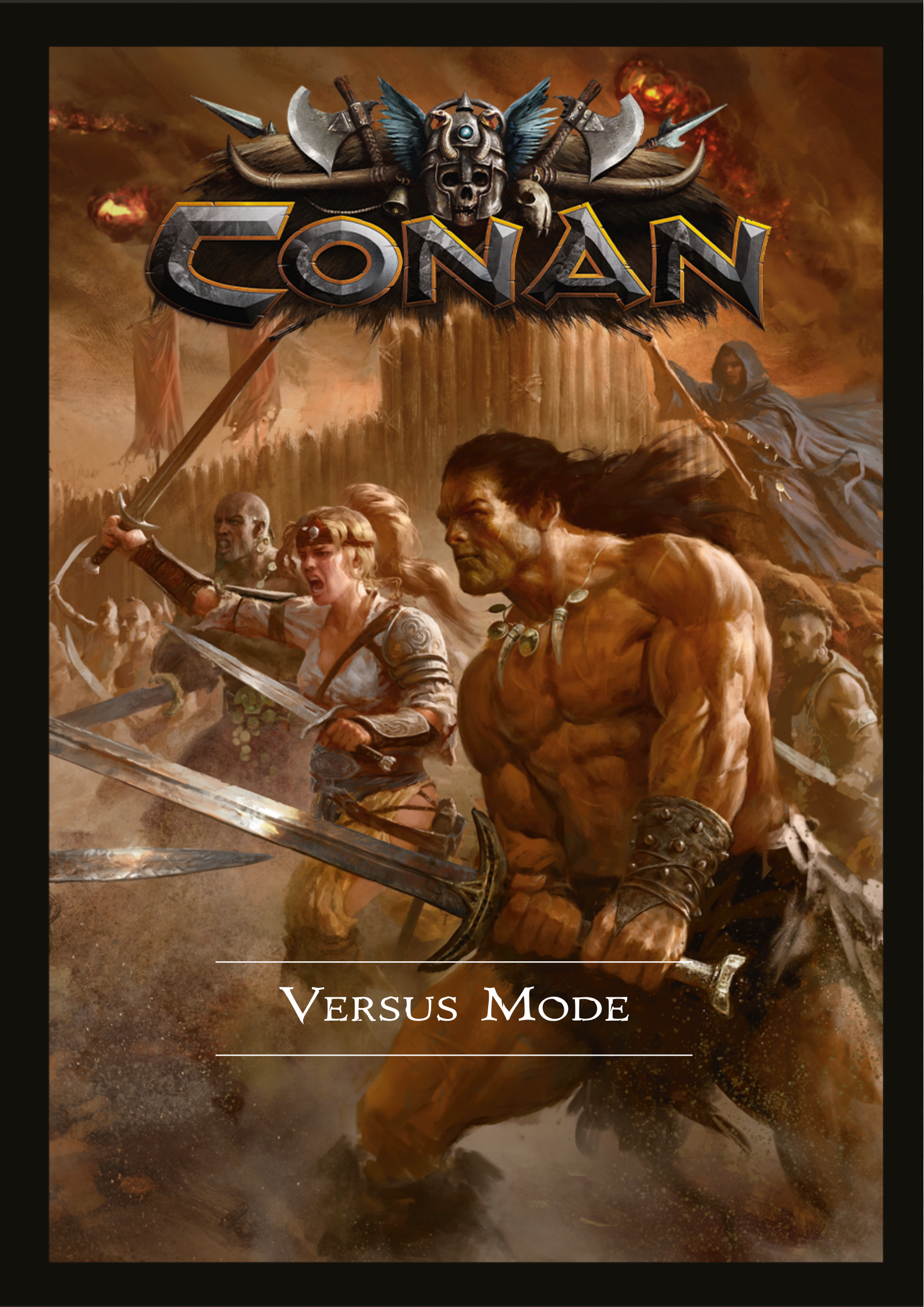


The background of the entire image is a detailed illustration. At the top, the word 'CONAN' is rendered in a large, metallic, blocky font with a yellow outline. Above the letters is a decorative arrangement featuring a skull with a single glowing blue eye, crossed axes, and a horn. The scene below is a dramatic battle. In the foreground, Conan the Barbarian, a muscular man with a long black ponytail and a necklace of fangs, is shown from the waist up, holding a large sword. He is looking towards the left. To his left, a woman with blonde hair, wearing a white tunic and a headband, is also holding a sword and looking towards the same direction. In the background, a man in a blue hooded robe is visible, and the scene is filled with dust and the glow of fire in the distance.

CONAN

VERSUS MODE



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MONOLITH

BOARDGAMES

The King Pledge is required to play Versus mode.



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TABLE OF CONTENTS

CONTENTS	4
GAME BOARD RULES	5
A NEW MODE	6
RULES CHANGES	7
PLAYER'S SIDE	7
BENEFITS EXERTION LIMITS	7
MOVEMENT	7
DEMOBILIZATION	7
ARMOR VALUE	7
DEFEND A UNIT	7
ASSET CARDS	7
SPELL CARDS	7
SKILLS	7
OCCUPIED AREAS	8
TOKENS	8
END-GAME	8
AUTOMATIC DEFEAT	8
ARMY RECRUITMENT	
LEVEL OF A UNIT TILE	8
ARMY COMPOSITION	8
UNITS POSITIONS	8
LEADER RECRUITMENT	9
CHAMPIONS AND MINIONS RECRUITMENT	9
EVENT TILE	9
SCENARIOS	
THE LAST STAND	12
NECROLOGICAL DIG	14
HUNTING TROPHIES	16
THE GREAT ESCAPE	18
THE YELLOW LOTUS	20
A NIGHT FROM NIGHTMARE	22
THE CHALLENGE OF THE RED BROTHERHOOD	24
PILLAGE ON HIGH SEAS	26
THE THREAT FROM THE DEPTHS	28
THE RITE OF PASSAGE	30
VERSUS SKILLS	32

CONTENTS

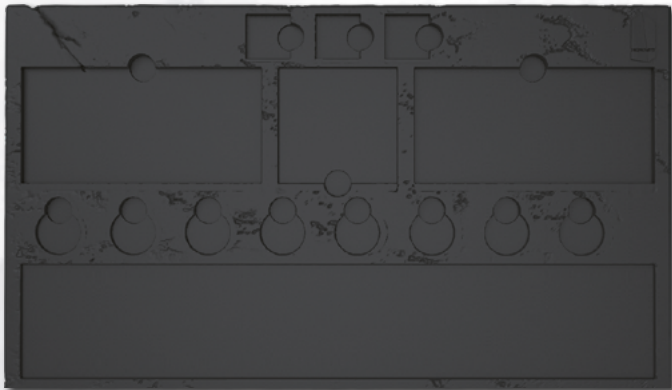
Rulebook x1

This Versus Rulebook includes the rules specific to the Versus game mode, which pits one Overlord against another Overlord.



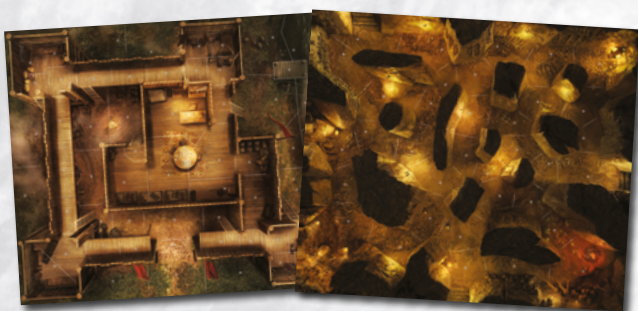
Book of Skelos x1

This extra board is used by the second Overlord to control their units. The first Book of Skelos is provided in the core box.



Double-sided Board x1

Each game board is double-sided and represents a battlefield for the players to face off. Each board is divided into areas in which the miniatures operate. Each scenario indicates which game board to use.



Activation Cost Tokens x8



Benefits Tokens x6



Kushite Mercenaries Miniatures x4



Gunderman Mercenaries Miniatures x4



Hyrkanian Mercenaries Miniatures x4



Black Dragon Miniatures x5



Crossbowmen Miniatures x5

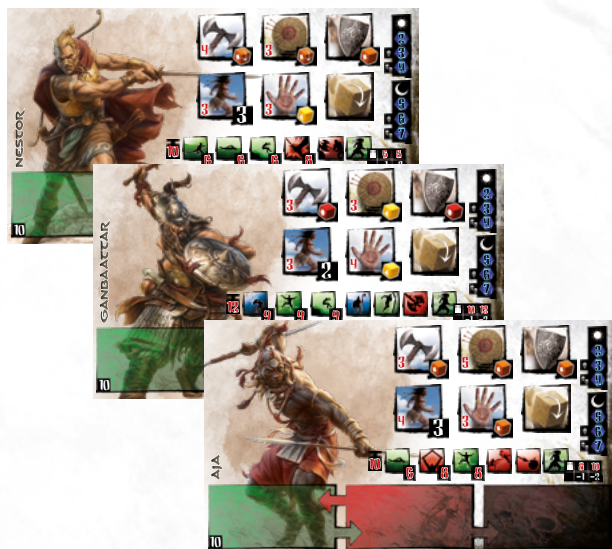


Life Point Tokens x10



Tiles x33





GAME BOARD RULES

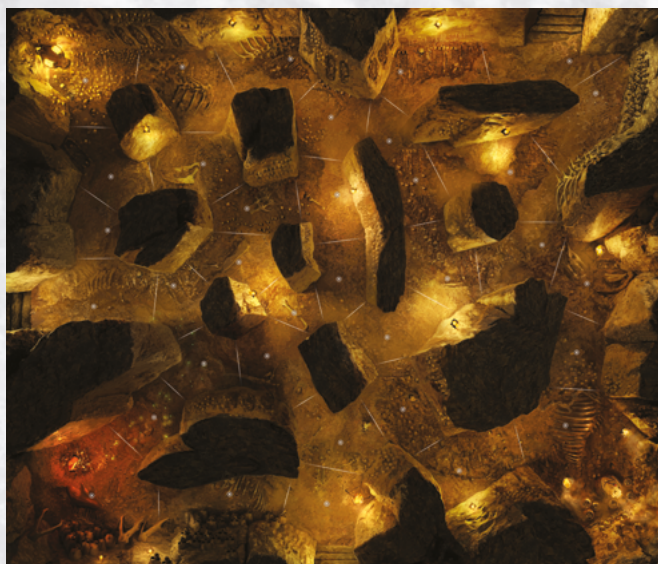


Fort Tuscelan

- ❶ The areas on both sides of the fort towers are separated by a border and are adjacent.
- ❷ **Wall-walks:** A unit can jump from a wall-walk area to a ground floor area inside or outside the fort. The unit rolls for falling damage. If the unit has Leap, the unit rolls instead. The only way to climb back up the wall-walk is via a ladder. Wall-walk areas provide an Elevation bonus of on the ground floor areas.
- ❸ **Ladders:** Climbing up or down a ladder costs 1 extra movement point, except for units with the Climb skill.
Melee Attacks may be performed between two areas separated by a ladder, with or without the Reach skill. In this case, the elevated area provides an Elevation bonus of for Melee Attacks targeting the lower area.
- ❹ **Water areas:** A unit must spend 1 extra movement point to move out of a water area.
- ❺ **Line of sight:** The ramparts around the wall-walk (north, south, and west) do not block line of sight.
However, all other walls and ramparts block line of sight.

Catacombs

- ❶ It is not possible to climb the catacombs walls.



Versus Mode

A NEW MODE

The Conan board game already has two main game modes and dozens of scenarios that allow players to live glorious adventures in the world of the Cimmerian: the Adventure mode, which is the classic game mode, and the Solo/Coop mode introduced with the Conqueror expansion.

With the Versus mode, we want to expand even further the potential of the King Pledge by offering intense battles in which we invite two players to compete, each equipped with a Book of Skelos.

The great novelty of this mode is that each player will be able to recruit their own troops in order to increase their chances of winning. The Versus mode still relies on scenarios for greater immersion and to provide a context for the upcoming duels, leaving players free to decide on their tactics and the best way to crush their enemy!

To enjoy the Versus mode, players will need to master the rules of the Overlord as described in the Overlord's Book of the Adventure mode.



RULES CHANGES

The Overlord's rules evolve in Versus mode to allow two players to command their troops, each with their own Book of Skelos. However, the core of the game system remains the same as that of the Overlord in Adventure mode. That is why only the rules that are modified or added will be described in this booklet, for simplicity, and to allow you to start your first game quicker.

If a rule or part of a rule is not explicitly modified in this booklet, it remains identical to that of the Overlord's Book.

Player's side

Unlike Adventure and Solo/Coop modes, the armies in Versus mode can see units with very different allegiances fighting side by side due to the recruitment left to the players' choice. Zogar Sag may command Bossonian Guards, just as Conan may find himself at the head of an army mixing Picts, Pirates, and Mummies.

Therefore, players are now named **General** and **Warlord** in Versus mode. At the beginning of the game, players must agree on the side they will play. We suggest playing each side in turn, as scenarios often present different tactics for the General and the Warlord.

Benefits Exertion Limits

Benefits now have an exertion limit. The number of gems a player can assign to a Benefit zone during a single turn is



therefore limited.

Movement

When a player spends a gem on the Movement benefit to purchase an additional movement point, each unit of the active Unit tile gains an additional movement point.



Each unit on the active tile gains 2 extra movement points.

Demobilization

At any time during their turn, a player can demobilize a Unit tile from their River. To do this, 2 gems are removed first from their Fatigue zone and permanently returned to the game box. The chosen Unit tile and all units associated with that tile are also permanently returned to the game box.

A player can demobilize only one tile per game.

Armor Value



The Armor value of a Unit tile no longer represents a fixed defense value.

When a unit defends, the player controlling that unit rolls a number of  equal to the Armor value.

The result of this dice roll is the defense power of that unit.



A Bossonian Guard rolls 2 orange dice to determine his defense power.

Defend a unit

Unless stated otherwise in the scenario, it is always the opponent of the player making an attack who rolls for defense, whether the unit targeted by the attack is one of their own units or a neutral unit in the scenario.

Asset Cards

Asset cards are not used in the Versus Mode.

Spell Cards

The text of some Spell cards has been modified to make them compatible with the Versus mode. These cards are distinguished from their Adventure version by the red background and must be used instead.

Note: In each scenario, Versus mode Spell cards' names are followed by "(vs)".



Skills

Some skills need to be modified to be compatible with the Versus mode. The list of modified skills can be found on the last page of this booklet. The skills that are not listed there remain unchanged.

Occupied Areas

An adjacent area is considered occupied for the active unit:

- if that unit's miniature cannot entirely fit in that area,
- or if the area in which the unit's miniature is located is already occupied.



In this example, the Guard can perform a Melee Attack targeting Skuthus (just like in the rules for the Adventure and the Solo/coop modes), but Skuthus can also perform a Melee attack against the Guard.

Tokens

Unless stated otherwise in the scenario, tokens in an area never count towards determining if that area is occupied.

End-game

Each scenario indicates one or several end-of-game conditions. These conditions must be constantly evaluated by the players to determine whether the game should continue or not. When at least one condition is met, the game ends and the victory conditions are then evaluated to designate a winner.

Automatic defeat

If a player no longer has any units on the game board, they immediately lose the game, regardless of the end-of-game or victory conditions.

ARMY RECRUITMENT

After selecting a scenario and assigning sides, the players can now recruit the forces that will constitute their armies.

Level of a Unit tile

Unit tiles now all have a level determined by their reinforcement cost. Players can use all the tiles at their disposal wherever they are from (add-on, expansion, etc.).

Banned Units: Players cannot recruit Unit tiles with an Armor value of 5 or greater.

Leader	Champion	Minion

Army Composition

Each scenario indicates which side has the initiative, as well as the army composition of the General and Warlord, with the following details for each:

- the position of each tile in their River,
- the level of each tile the player can recruit,
- the number of units associated with each tile.

The army composition may be different for the General and the Warlord.

GENERAL							Victory Condition: The General has cut 5 Tentacles. If neither player manages to cut 5 Tentacles, both players lose the game.	
Initiative: The General has the initiative and starts the game.							Initiative	
The General starts with 11 gems in their Reserve zone and 0 gems in their Fatigue zone, and places the recovery token showing a recovery value of "5" in their Book of Skelos. The General may choose 2 spells: Bari's Rage, Mitra's Halo, Energy Drain and Fleet Runner.								
							Position in the River	Level of the tile Number of characters
Champion	Minion	Leader	Minion	Champion	Minion	Minion		
4	4	1	4	4	4	4		

Unit positions

The scenario map also indicates the area of the board where the units of each tile start the game. Each numbered gem corresponds to one of the units from the Unit tile placed in that position in the River.



Leader Recruitment

Starting with the side with the initiative, each player will first recruit a Leader-level Unit tile from those available to them. This unit is central to the army composition, and it is recommended to choose carefully.



Once their Leader has been chosen, the players place their Leader's Unit tile in the position of the River indicated by the army composition.



Then, they take the associated miniature and place it in the area indicated on the scenario's setup diagram (p. 8 "Units positions").



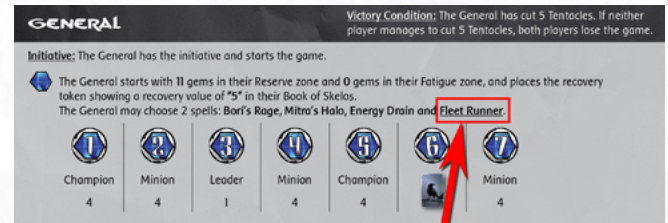
Next, players place the Leader's Life Point token on the "4" space of the Turn track. Leaders always start the game with 4 life points.



Finally, if their Leader has the Spell Caster skill, players may choose one or two Spell cards from those indicated by the scenario, starting with the side who has the initiative.



Some scenarios list one or two Spell cards available for both the General and the Warlord. The name of these Spell cards is underlined to indicate it. When such a Spell card is chosen by a player, that player owns it for the duration of the game and it cannot be used by their opponent.



Champions and Minions recruitment

After selecting their Leader, players recruit the rest of their army by choosing a Unit tile in turn, starting with the side who has initiative and respecting the army composition imposed by the scenario.

When a Champion or Minion tile is recruited, it is placed in the position of the River indicated by the army composition.

Then, the number of units miniatures indicated by the army composition is taken from the game box, and these miniatures are placed as indicated on the scenario setup diagram (p. 8 "Units positions").

Event tile

In each scenario, the Event tile allows the immediate activation of the Leader. In this case, the Leader tile is not moved to the end of the River and the activation is carried out normally.







THE LAST STAND

On the banks of the Black River at the edge of the Pictish wilderness, a moonless night shrouds Fort Tuscelan in darkness. This outpost represents the furthest reaches of civilization, a beacon protecting the civilized world from savage hordes. Controlling it ensures the strategic advantage of exploiting the region's abundant fur and mineral resources.

The guards manning the walls understood this, and thus were not surprised when the cries and war drumming began echoing beyond the ramparts. All around the bastion, armed shadows emerged from the foliage while others crossed the river on makeshift boats. Gripping their weapons, the guards sounded the alarm and prepared for battle, determined to defend their lives and every inch of the fort and knowing the attackers would do everything in their power to seize it.



End-Game Conditions:

At the end of turn 8, a player controls more Strategic Zones than their opponent. In case of a tie, the players play an additional turn until one of the victory conditions is met.

GENERAL

Victory Condition: The General controls more Strategic Zones than the Warlord.



The General starts with **9 gems** in their Reserve zone and **2 gems** in their Fatigue zone, and places the Recovery token showing a **recovery value of 5** in their Book of Skelos.

The General may choose one spell: **Deceleration**, **Bori's Rage**.



Minion

4



Minion

5



Leader

1



Minion

4



Champion

4



Minion

4

WARLORD

Victory Condition: The Warlord controls more Strategic Zones than the General.

Initiative: The Warlord has the initiative and starts the game.



The Warlord starts with **11 gems** in their Reserve zone and **0 gems** in their Fatigue zone, and places the Recovery token showing a **recovery value of 5** in their Book of Skelos.

The Warlord may choose one spell: **Borne by the Wind (vs)**, **Withering**.



Champion

4



Minion

4



Leader

1



Minion

5



Minion

4



Minion

4



The player activates their Leader. Then, they may use the following Special Rule:

Infiltration and repositioning: The player may choose 2 of their units (other than the Leader) to perform a Move action up to 2 areas, ignoring hindering and the game board rule "**Ladders**".

Special rules:

Game Board Rules: Standard game board rules apply.

Strategic Zones: A Strategic Zone is indicated on the setup diagram by one or several areas in color. There are 5 of them. They represent strategic points to be protected or captured.

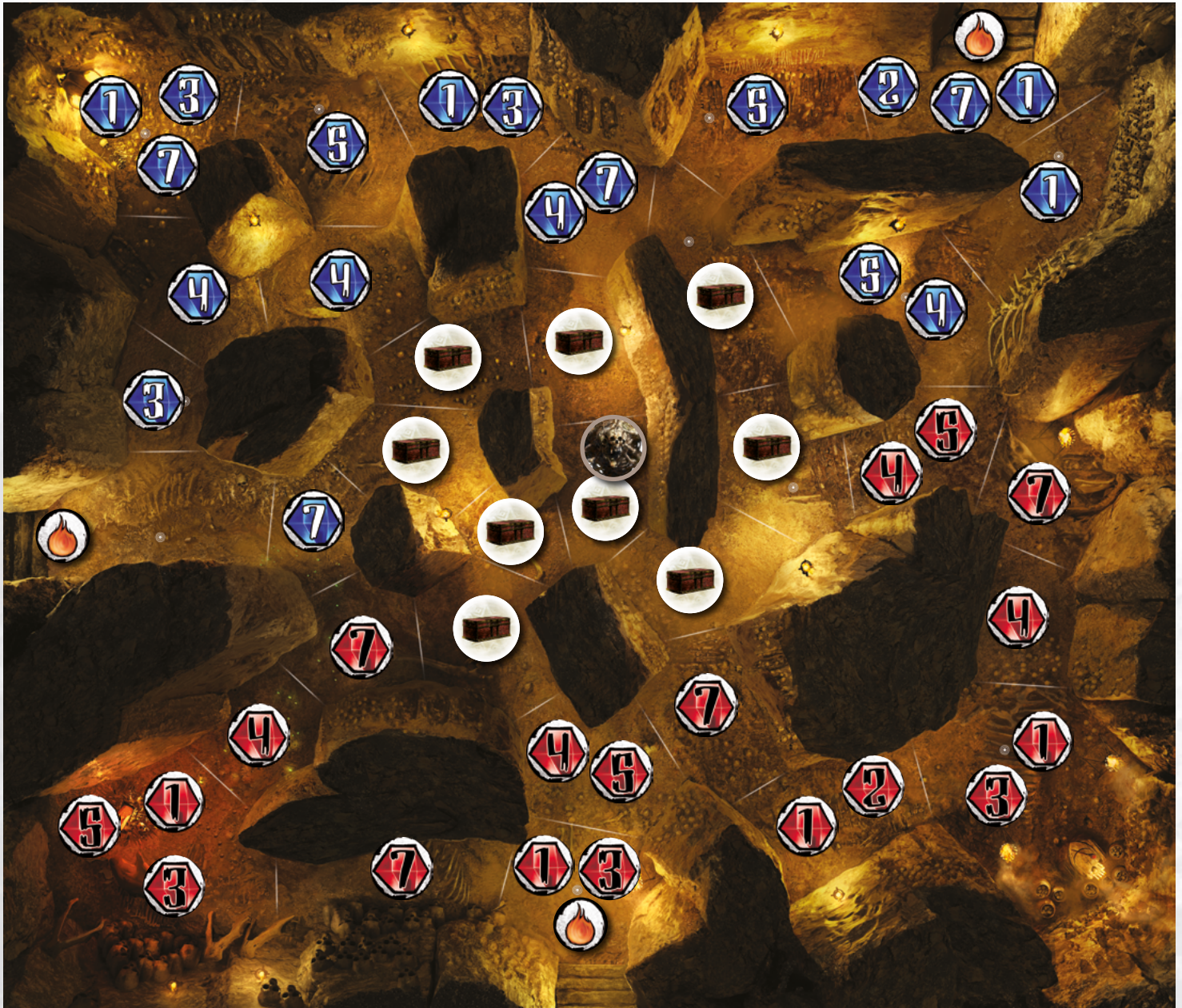
Control a Strategic Zone: A player controls a Strategic Zone if they have more units than their opponent in that Strategic Zone at the end of a game turn. In case of a tie, neither player controls the Strategic Zone.

NECROLOGICAL DIG

About a hundred kilometers south of the Styx River lies Luxur, the royal capital of Stygia. This nerve center of silk trade attracts all sorts of individuals willing to do anything to seize the wealth that is exchanged there daily. The city is just as well known for its markets overflowing with spices, jewels, and ivory as it is for its narrow streets housing numerous seedy taverns.

In one of these taverns, a wild-eyed drunkard is telling an insane story in exchange for drinks to anyone who will listen. He claims to have discovered a tomb filled with ancient treasures to the east, at the foot of the Mountains of Fire, and asserts that he alone survived from his expedition. His gaze freezes into emptiness as he tells of the unspeakable horror they had to face and the massacre of his companions.

Amidst the mockery and insults, groups of mercenaries listen to him attentively, each one imagining their share of the loot. Fueled by the thirst for the crazy riches described by the drunkard, two expeditions hastily form and head towards the tomb. Who knows what they will encounter in the maze of catacombs.



End-Game Conditions:

At the end of turn 8, a player has more Treasures than their opponent. In case of a tie, the game ends if the Bone Golem has been killed. If the Bone Golem has not been killed, the players play an additional turn until the Bone Golem is killed.

GENERAL

Victory Condition: The General has more Treasures than the Warlord (see Special Rule "Tiebreaker").

Initiative: The General has the initiative and starts the game.



The General starts with **11 gems** in their Reserve zone and **0 gems** in their Fatigue zone, and places the Recovery token showing a **recovery value of 5** in their Book of Skelos.

The General may choose one spell: **Set's Possession, Borne by the Wind (vs)**.



Minion

4



Leader

1



Champion

3



Minion

4



Champion

3



Minion

4

WARLORD

Victory Condition: The Warlord has more Treasures than the General (see Special Rule "Tiebreaker").



The Warlord starts with **9 gems** in their Reserve zone and **2 gems** in their Fatigue zone, and places the Recovery token showing a **recovery value of 5** in their Book of Skelos.

The Warlord may choose one spell: **Deceleration, Mind Control**.



Minion

4



Leader

1



Champion

3



Minion

4



Champion

3



Minion

4



The player activates their Leader. Then, they may use the following Special Rule.

The Guardian of the Tomb: The player performs an activation with the Bone Golem. Benefits cannot be used for this activation, as well as the Special Rule "Collect a Treasure".

Special rules:

Game Board Rules: Standard game board rules apply.

Setup: Place 9 tokens in the areas indicated by the setup diagram to represent Treasures.

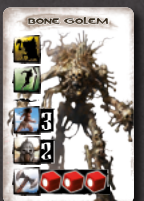
Collect a Treasure: A unit in an area with a token may replace their Attack to collect that Treasure. In this case, the player rolls (no rerolls allowed). If the die shows 0 or 1 success, the is placed under that unit's miniature. If the die shows 2 successes, they trigger a trap and that roll is considered an attack. They can only use their Armor value to defend (skills and benefits cannot be used). Traps inflict a maximum of 1 damage. If the unit survives, the is placed under that unit's miniature. A unit can only have 1 at a time. If the unit is killed, the is dropped in their area and can be collected by another unit.

Move a Treasure: A unit with a may move with it. The may be dropped in an area during the unit's movement, without interrupting it.

Escape with a Treasure: A unit with a entering an area with a token is removed from the game. The player controlling that unit now has that Treasure.

The Bone Golem: At the start of the game, the Bone Golem miniature is placed in the area marked on the setup diagram and its tile is placed between the players. The Bone Golem has 4 life Points. Benefits cannot be used.

Tiebreaker: In case of a tie, the player who killed the Bone Golem wins. If the Bone Golem is still alive, the mercenaries don't have time to collect more treasures and have to defeat it. The player who kills the Bone Golem wins.



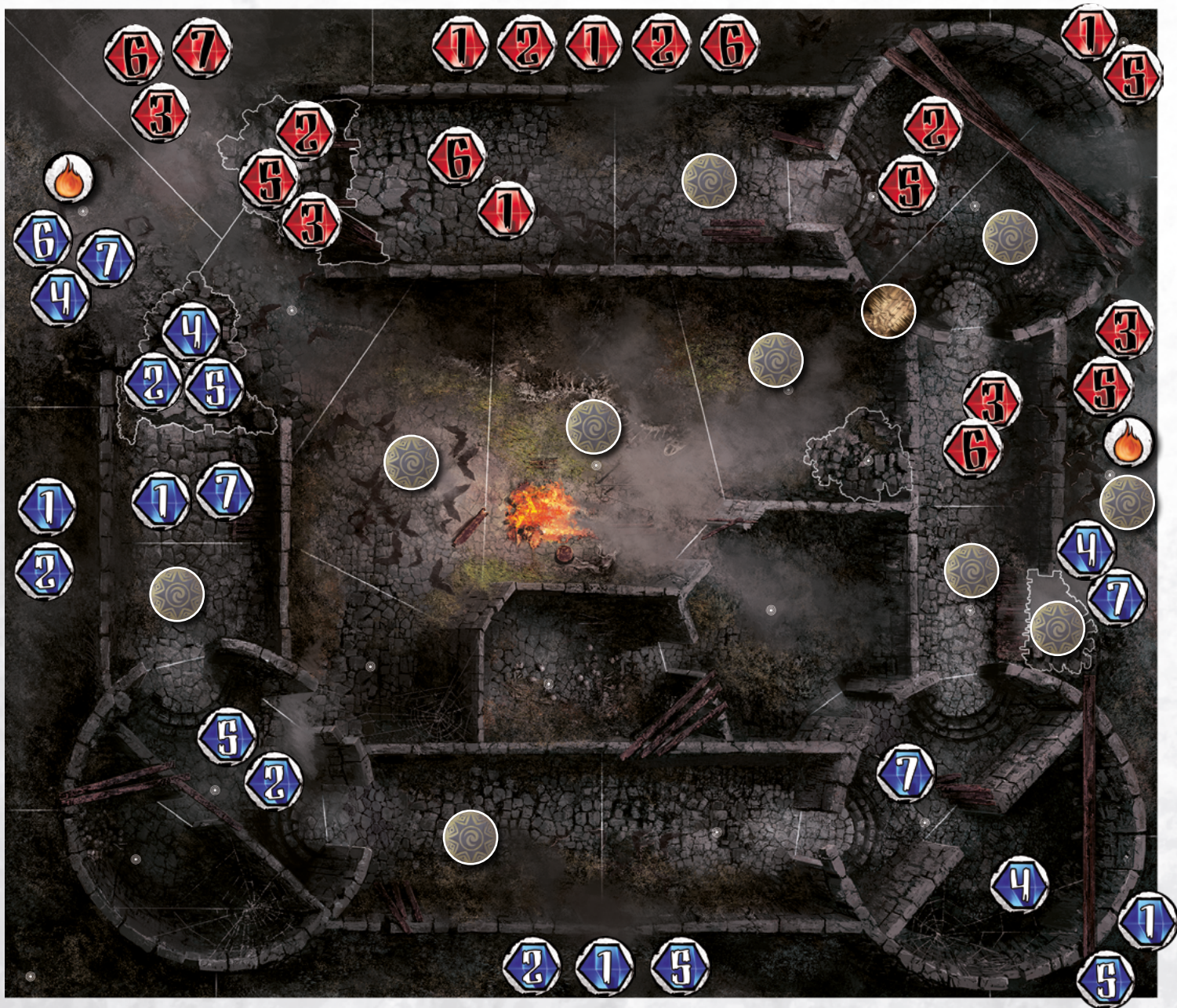
HUNTING TROPHIES

In the region of the Darkwood Forests of Nemedra, ancient creatures that lived long before the Hyborian Age have awakened. No one is certain of what disturbed their sleep, but the increasingly intensive exploitation of the trees is clearly related. Since then, these monstrosities have spread terror and death among the local population, kidnapping anyone unfortunate enough to find themselves alone and devouring them in the ruined fortress where they hide.

Tired of seeing his workforce reduced, the local lord has decided to increase taxes in order to gather a substantial bounty. He hopes to convince local mercenaries to bring him the heads of these creatures as trophies.

A company of veterans from the Aquilonian wars decides to answer the call, not out of empathy, but to collect the considerable and, they think, easy-to-pocket reward. Upon arriving at the outskirts of the ruined fortress, they discover that another group is already there for the same reason.

The hunt is on and they will have to cut more heads than their opponents to collect the prize.



End-Game Conditions:

The game ends when a player scores 8 Victory Points or more.

GENERAL

Victory Condition: The General has more Victory Points than the Warlord.



The General starts with **9 gems** in their Reserve zone and **2 gems** in their Fatigue zone, and places the Recovery token showing a **recovery value of 5** in their Book of Skelos.

The General may choose one spell: **Set's Bite (vs)**, **Withering**.



Minion
4



Champion
4



Minion
4



Champion
4



Leader
1



Minion
4

WARLORD

Victory Condition: The Warlord has more Victory Points than the General.

Initiative: The Warlord has the initiative and starts the game.



The Warlord starts with **11 gems** in their Reserve zone and **0 gems** in their Fatigue zone, and places the Recovery token showing a **recovery value of 5** in their Book of Skelos.

The Warlord may choose one spell: **Stone Skin**, **Bori's Rage**.



Minion
4



Champion
4



Minion
4



Minion
4



Champion
4



Leader
1



The player activates their Leader and gains 2 reinforcement points (the reinforcement areas are the same for both players). Then, they must use the following Special Rule.

Creatures Attack: The player may move each revealed Creature (see Special Rule "**Revealing a Creature**") into an adjacent area, ignoring hindrance and the Special Rule "Rock Slide". Then, they must perform a Melee Attack rolling



(benefits cannot be used) for each revealed Creature. The player chooses the target of the attack. If the only available target is a unit controlled by the player, they must target their own unit and their opponent rolls for attack.

Special rules:

Game Board Rules: Standard game board rules apply, except a unit moving into a rock slide area from an adjacent area must spend 1 extra movement point unless the unit has Climb. Also, the wall with the token is considered a border. This opening allows a unit to move between the tower and the courtyard.

Setup: Shuffle the Numbered tokens 1-10 and place them face down as indicated on the setup diagram. These tokens represent Creatures to kill to gain Victory Points.

Revealing a Creature: A unit in the same area as a token may spend their Attack action to flip the token face-up and reveal the presence of a Creature. The Creature is now considered revealed for the rest of the game. If the token is even, it is a Skinny Creature. If the token is odd, it is a Massive Creature. Once revealed, Skinny and Massive Creatures count towards determining if an area is occupied. Benefits and skills cannot be used to defend a Creature.

Skinny Creature: This Creature has an Armor value of 1 and 1 life point. If a player kills a Skinny Creature, they take that token and place it next to their Book of Skelos. That player immediately scores 1 Victory Point.

Massive Creature: This Creature has an Armor value of 2 and 1 life point. If a player kills a Massive Creature, they take that token and place it next to their Book of Skelos. That player immediately scores 2 Victory Points.

THE GREAT ESCAPE

Count Trocero rules the territories of Poitain, located south of Aquilonia, with an iron fist. However, for several months now, groups of raiders have been crossing the borders with Argos and Zingara to attack the least protected villages. Knowing that he cannot rely on the leaders of these enemy countries to help him, he decides to launch a clandestine mission into their territories and succeeds in capturing the leaders of the two largest bands. The captured leaders are brought back and chained down under tight guard in the citadel of Culario, awaiting their public execution by hanging.

The raiders won't stand for this. Although the two bands are rivals, they decide to ally to free their leaders and ransack the fortress. However, it is well-known that a pact between bandits can only be temporary...



End-Game Conditions:

A Prisoner breaks out or a Prisoner is killed.

GENERAL

Victory Condition: The General's Prisoner breaks out or the Warlord's Prisoner is killed.

Initiative: The General has the initiative and starts the game.

 The General starts with **11 gems** in their Reserve zone and **0 gems** in their Fatigue zone, and places the Recovery token showing a **recovery value of 5** in their Book of Skelos.
The General may choose one spell: **Set's Bite (vs)**, **Withering**.



Minion
4



Champion
4



Leader
1



Minion
4



Champion
4



Minion
4

WARLORD

Victory Condition: The Warlord's Prisoner breaks out or the General's Prisoner is killed.

 The Warlord starts with **9 gems** in their Reserve zone and **2 gems** in their Fatigue zone, and places the Recovery token showing a **recovery value of 5** in their Book of Skelos.
The Warlord may choose one spell: **Energy Drain (vs)**, **Bori's Rage**.



Minion
4



Champion
4



Leader
1



Minion
4



Champion
4



Minion
4



The player activates one of the Leaders in their River and gains 3 reinforcement points (the reinforcement areas are the same for both players). Then, they must use the following Special Rule if there is at least one Bossonian Guard miniature in the reserve.

Citadel Reinforcement: The player takes 1 or 2 Citadel's Army miniatures from the reserve and freely places them in the reinforcement areas of their choice.

Special rules:

Game Board Rules: Standard game board rules apply.

Prisoner: After the Army Recruitment, each player, starting with the Warlord, chooses another Leader among those still available. They place this Leader's miniature in the cell as indicated on the setup diagram. The associated tile and Life point token are placed next to the player's Book of Skelos. This leader is the Prisoner that the player is trying to break out, and they cannot be activated until they are freed from their cell.

Free a Prisoner from their cell: A unit in the area in front of their side's Prisoner cell may replace their Attack action to free them from their cell. In this case, the  token is discarded in the game box and the player places that Leader's tile on the first position of their River, sliding the other tiles to the right. That Leader has 4 Life Points and may now be activated.

Break a Prisoner out: A Prisoner in the Escape area indicated in a red color on the setup diagram may spend movement points as though moving across a border to leave the citadel and break out.

Citadel's Army: During setup, Bossonian Guards' miniatures are placed as indicated on the setup diagram and the corresponding tile is placed between the players. Bossonian Guards represent the Citadel's Army. During each player's turn, before their Activation phase, a player must perform an activation with 1 or 2 Citadel's Army units if they are present on the board. Benefits cannot be used. Citadel's Army count towards hindering and Occupied Areas for both players. When a unit from the Citadel's Army is killed, their miniature is placed in the reserve, next to the board. The reserve is empty at the start of the game.

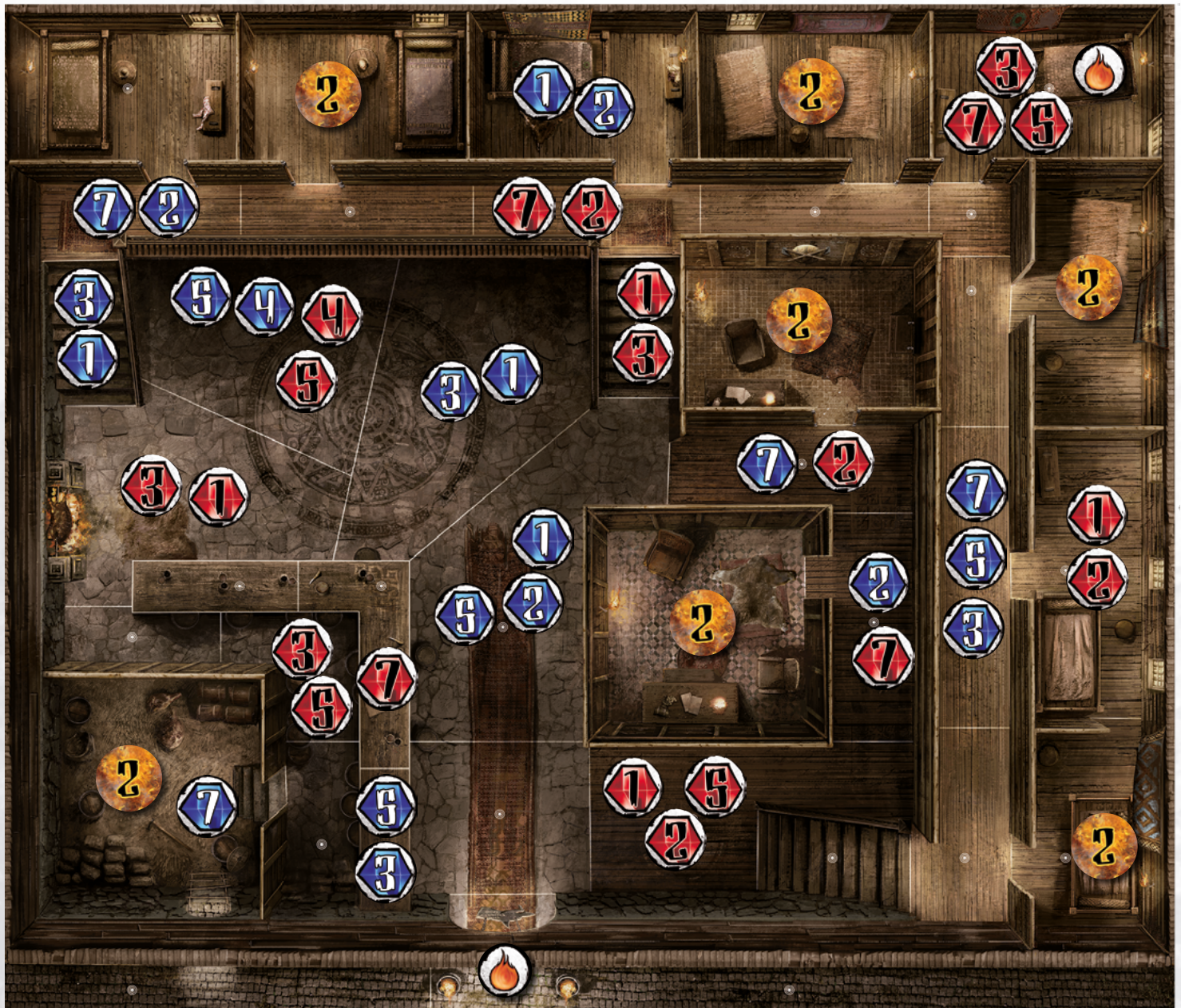


Ransack Frenzy: During setup, place 5  tokens next to the board. They represent the Ransack Frenzy. A unit in the inner walls of the Citadel can forfeit their activation to ransack the place. In this case, the player controlling them takes a Ransack Frenzy token and places it on that unit's tile. The units represented by that tile may now reroll a die for free when performing an Attack action. When all the units of that tile are killed or if the tile is demobilized, the Ransack Frenzy token is discarded in the game box. A tile can only have 1 Ransack Frenzy token at a time.

THE YELLOW LOTUS

In Tarantia, crime is on the rise in the districts around the city's port. Rumors speak of dazed men with glassy eyes wandering the back alleys and willing to do anything for a few coins, including murder. The Black Dragons discover that a new drug has emerged: the Yellow Lotus. This addictive powder induces a deep trance and hallucinations that blur the line between dream and reality. It is said to have arrived on one of the many ships that dock each day to trade with the capital of Aquilonia. The Black Dragons have tried to trace the source of this trafficking, but each of their interventions has failed.

Suspecting that some of the city officials are corrupt, King Thorvald decides to hire mercenaries to search the underworld and put an end to the rot that is eating away at his city. They discover the origin of the trafficking, an inn used as a storage place. The mercenaries know that only one group can claim the huge bounty promised by the king: the one that destroys the most Yellow Lotus.



End-Game Conditions:

A player destroys 4 Stocks of Yellow Lotus.

GENERAL

Victory Condition: The General destroys 4 Stocks of Yellow Lotus.



The General starts with **9 gems** in their Reserve zone and **2 gems** in their Fatigue zone, and places the Recovery token showing a **recovery value of 5** in their Book of Skelos.

The General may choose one spell: **Energy Drain (vs)**, **Bori's Rage**, **Set's Halo (vs)**.



Champion

4



Minion

4



Minion

4



Leader

1



Champion

4



Minion

4

WARLORD

Victory Condition: The Warlord destroys 4 Stocks of Yellow Lotus.

Initiative: The Warlord has the initiative and starts the game.



The Warlord starts with **11 gems** in their Reserve zone and **0 gems** in their Fatigue zone, and places the Recovery token showing a **recovery value of 5** in their Book of Skelos.

The Warlord may choose one spell: **Gift of Life (vs)**, **Withering**, **Mitra's Halo (vs)**.



Champion

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Minion

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Minion

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Leader

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Champion

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Minion

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The player activates their Leader and gains 2 reinforcement points (the reinforcement areas are the same for both players). Then, they may use the following Special Rule.

Cloud of Yellow Lotus: The player places a Yellow Lotus token on one of the tiles in their opponent's River, except the Event tile. The activation cost of that tile is raised by 1 for the rest of the game. This rule can only be used a total of 4 times during the game. A tile can have more than one Yellow Lotus token at a time.

Special rules:

Game Board Rules: Standard game board rules apply. The Bar areas rule is in effect.

Inhale Yellow Lotus: At the beginning of game turn 3, the drug fumes spread throughout the inn. Each player replaces their recovery token in their Book of Skelos with the one showing a recovery value of 3.

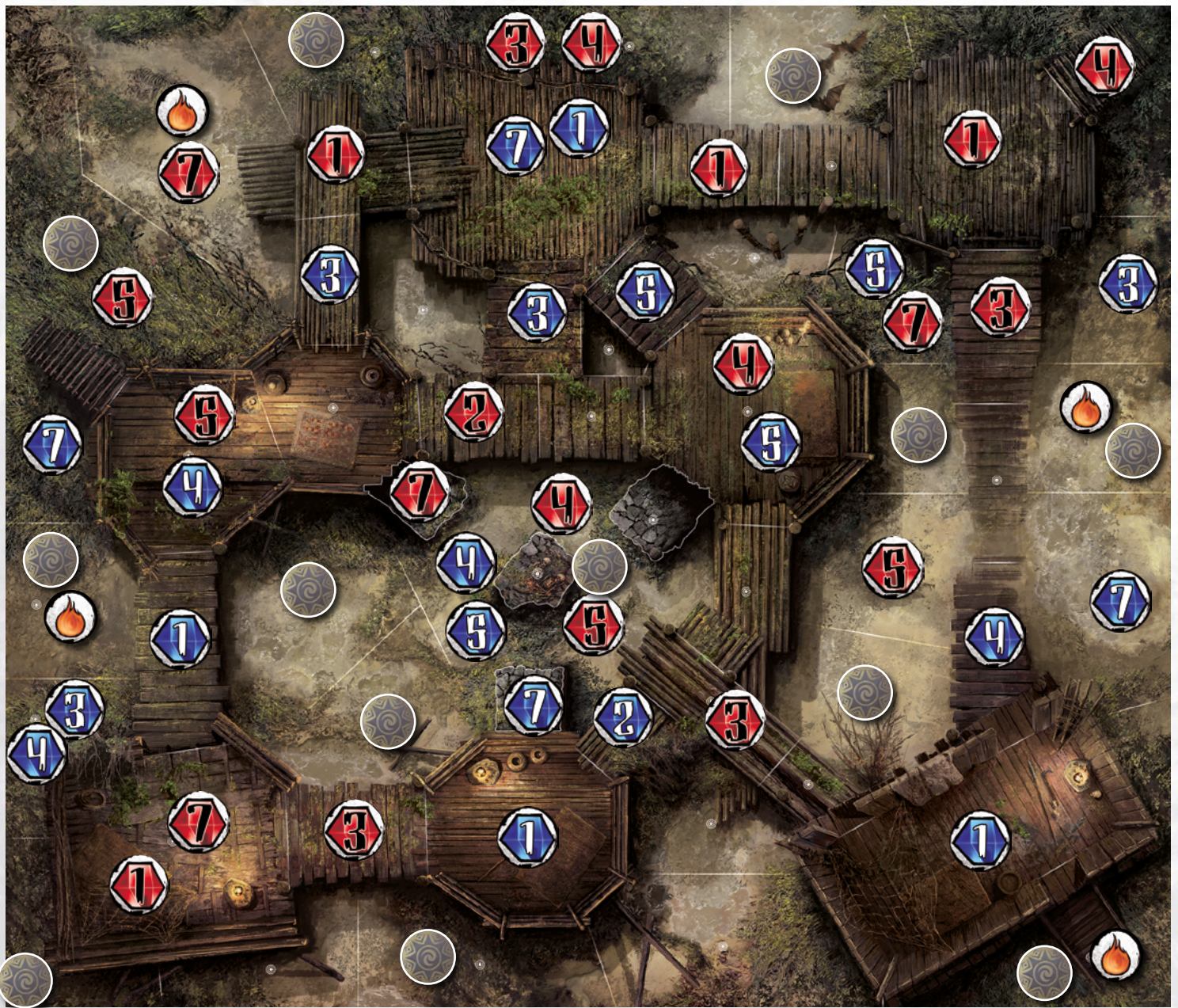
Stock of Yellow Lotus: During setup, the players place 7 tokens representing the Stocks of Yellow Lotus as indicated on the setup diagram with the side showing the value 2 face up. Each Stock of Yellow Lotus rolls for its Armor value and has 2 life points. The value shown on the token is used to track its life points.

Destroy a Stock of Yellow Lotus: A unit in an area with a Stock of Yellow Lotus may perform a Melee Attack to destroy it (Ranged Attacks cannot be used). Guard or Reroll benefits cannot be used to defend a Stock of Yellow Lotus. If the Stock of Yellow Lotus loses its first life point, its token is flipped on the side showing a value of 1. A player who reduces the life points of a Stock of Yellow Lotus to zero destroys it. They take that token and place it next to their Book of Skelos.

A NIGHT FROM NIGHTMARE

South of Khitai, lies a cursed swamp that is said to shelter the tomb of an ancient sorcerer from the Scarlet Circle. Many men have ventured into these hostile lands in search of his tomb and the jade scepter buried with him. None have ever returned. But that doesn't stop new groups from trying their luck, blinded by the extraordinary power promised to whoever wields the magical scepter.

As one of these groups struggles through the stagnant waters and stifling atmosphere, a camp emerges from the fog like a supernatural apparition. Too exhausted from their journey and the many losses they have already suffered, the men decide to leave the quagmire to find some rest. Just as the faint light of the moon manages to pierce the surrounding mist, another group of adventurers approaches the camp, determined to claim it for themselves. The first blows are barely exchanged when inhuman groans are heard. Petrified, the men cease their fighting in the face of the nightmare scene unfolding all around them: putrefied corpses armed with swords corroded by rust emerge from the swamp to attack them. The two groups will have to put aside their differences until sunrise if they hope to survive this night from a nightmare.



End-Game Conditions:

The game ends at the end of turn 8.

GENERAL

Victory Condition: The General has more units on the board than the Warlord. If tied, the player without initiative wins.

Initiative: See special rule.



The General may choose one spell: **Borne by the Wind** (vs), **Drying Earth**.



Minion
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Leader
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Minion
4



Champion
4



Minion
4



Champion
4

WARLORD

Victory Condition: The Warlord has more units on the board than the General. If tied, the player without initiative wins.

Initiative: See special rule.



The Warlord may choose one spell: **Deceleration**, **Drying Earth**.



Minion
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Leader
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Minion
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Champion
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Minion
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Champion
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The player activates their Leader. Then, they must use the following Special Rule.

They are Legion: The player takes 1 to 4 tokens of Bog Ghouls or Revenants from the reserve (see below) and places them in the reinforcement areas of their choice. If the reserve is empty, no Bog Ghouls or Revenants are added.

Special rules:

Game Board Rules: Standard game board rules apply. Water areas are considered unstable.

Determining Initiative: Players randomly determine initiative for this scenario.

The player who has the initiative starts with **10 gems** in their Reserve zone and **0 gems** in their Fatigue zone, and places the Recovery token showing a **recovery value of 5** in their Book of Skelos.

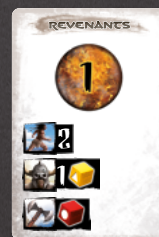
Their opponent starts with **8 gems** in their Reserve zone and **2 gems** in their Fatigue zone, and places the Recovery token showing a **recovery value of 5** in their Book of Skelos.

Bog Ghouls: The  tokens represent Bog Ghouls. When a Bog Ghoul kills a unit, that unit becomes a Revenant (see below).

Revenants: The  tokens represent Revenants. During setup, place 12  tokens near the board. They are not part of the reserve at the start of the game. When a unit is killed by a Bog Ghoul, they become a Revenant. Remove their miniature from the game and replace it with a  token. If there is no  token near the board, use a  token from the reserve, if possible. If not, no Revenant is added to the board.

Death is not the end: When a Bog Ghoul or Revenant is killed, remove its token from the board and place it in the reserve. The reserve is empty at the start of the game. Bog Ghouls and Revenants in the reserve may return with the Special Rule "They are Legion".

Thriller Night: At the beginning of each player's turn, before their Activation phase, the player must perform an activation with 1 to 3 Bog Ghouls or Revenants. Benefits and skills cannot be used to defend Bog Ghouls and Revenants, and the Reroll benefit cannot be used for their attacks. Bog Ghouls and Revenants count towards hindering and Occupied Areas. They are not affected by the game board rule "Water areas."



THE CHALLENGE OF THE RED BROTHERHOOD

Any respectable captain who has sailed off the coast of Zingara knows it is suicidal to approach the terrible Barachan Isles. Pirates, ruffians and cutthroats have always lived there when they are not at sea. They have even founded the Red Brotherhood to maintain a semblance of organization among them.

On Tortage, every year, the Challenge of the Red Brotherhood takes place, a competition that sees buccaneers from all over the archipelago compete against each other. Each band chooses its best fighters to confront each other in brutal brawls where many pirates lose their lives. The stakes are high and losses follow gains, but the band that wins the final bout can claim the title of Champions of Tortage. This rank not only grants the favors of the local lord for a whole year, but above all, it allows them to claim the largest share of the loot. Who will win the challenge this year? The dice are cast.



End-Game Conditions:

A player accumulates at least 5 Glory Points.

GENERAL

Victory Condition: The General has accumulated more Glory Points than the Warlord.

Initiative: The General has the initiative and starts the game.

 The General starts with **10 gems** in their Reserve zone and **0 gems** in their Fatigue zone, and places the Recovery token showing a **recovery value of 5** in their Book of Skelos.
The General may choose one spell: **Bori's Rage**, **Mitra's Halo (vs)**, **Teleportation**.

						
Champion	Minion	Leader	Minion	Champion		Minion
4	4	1	4	4		4

WARLORD

Victory Condition: The Warlord has accumulated more Glory Points than the General.

 The Warlord starts with **8 gems** in their Reserve zone and **2 gems** in their Fatigue zone, and places the Recovery token showing a **recovery value of 5** in their Book of Skelos.
The Warlord may choose one spell: **Withering**, **Set's Halo (vs)**, **Teleportation**.

						
Minion	Champion	Leader	Champion	Minion		Minion
4	4	1	4	4		4



The player activates their Leader. Then, they may use the following Special Rule. This Special Rule can only be used once by each player during the game.

Change your bet: The player switches 2 Glory Stacks on the tiles of their River.

Special rules:

Game Board Rules: Standard game board rules apply, except the Climbing rule.

Glory Points: After the Army Recruitment, each player takes 2  tokens and 3  tokens. The number indicated on each token represents its value in Glory Points.

Place your bets: Before the start of the game, each player secretly chooses a Glory Points token and covers it with a  token to hide its value. These 2 tokens represent a Glory Stack. Place all 5 Glory Stacks on separate tiles in the River (except the Event and Leader tiles). These fighters now have a bet in Glory Points placed on them. It is not possible to demobilize a tile with a Glory Stack.

Accumulate Glory: When a tile with a Glory Stack is dead, the value of the token is revealed and the opponent immediately gains that many Glory Points. This dead tile cannot be dredged from the River.

PILLAGE ON HIGH SEAS

The dark waters of the Southern Sea stretch out as far as the eye can see, stirred by a gentle breeze. From out of the mist, the Prometheus and the Kerberos emerge, sailing swiftly towards each other. On board both ships, the crews gaze intently at their adversary, their hearts beating as one, ready for the boarding. They all know why they are here: to retrieve a legendary treasure from the depths.

It is said that somewhere off the coast of Yota-Pong, a galleon laden with gold, jewels, and other priceless riches sank years ago. The captains of both vessels have located the wreck and are determined to pillage its contents. Each knows that the only way to neutralize their rival once and for all in this race is to sabotage their navigation instruments.

The two ships draw closer, weapons unsheathed. Ropes and boarding planks are deployed. The sound of the waves is soon drowned out by the clash of weapons, as both crews engage in battle.



End-Game Conditions:

The 3 Navigation Instruments on a ship are destroyed.

GENERAL

Victory Condition: The 3 Navigation Instruments of the Kerberos are destroyed.



The General starts with **9 gems** in their Reserve zone and **2 gems** in their Fatigue zone, and places the Recovery token showing a **recovery value of 3** in their Book of Skelos.

The General may choose 2 spells: **Bor's Rage**, **Gift of Life (vs)**, **Mitra's Halo (vs)**, **Borne by the Wind (vs)**, **Magical Dizziness (vs)**.



Minion

4



Champion

4



Leader

1



Minion

4



Champion

4



Minion

4

WARLORD

Victory Condition: The 3 Navigation Instruments of the Prometheus are destroyed.

Initiative: The Warlord has the initiative and starts the game.



The Warlord starts with **11 gems** in their Reserve zone and **0 gems** in their Fatigue zone, and places the Recovery token showing a **recovery value of 3** in their Book of Skelos.

The Warlord may choose 2 spells: **Withering**, **Energy Drain (vs)**, **Set's Halo (vs)**, **Borne by the Wind (vs)**, **Magical Dizziness (vs)**.



Minion

4



Champion

4



Leader

1



Minion

4



Champion

4



Minion

4



The player activates their Leader and gains 3 reinforcement points (see Special Rule "Ships"). Then, they may use the following Special Rule.

Push forward! During their next turn, the player may activate up to 3 tiles, but each tile costs 1 additional gem to activate.

Special rules:

Game Board Rules: Standard game board rules apply.

Ships: The Prometheus is the General's ship and its token may only bring their units in play. The Kerberos is the Warlord's ship and its token may only bring their units in play.

Navigation Instruments: The General takes 12 tokens and the Warlord takes 12 tokens. Each player creates 3 stacks of 4 tokens and places them as indicated on the setup diagram. Each stack represents a Navigation Instrument.

Destroy a Navigation Instrument: A unit in an area with a Navigation Instrument (or in an adjacent area if occupied) may perform a Melee Attack to destroy it. Ranged Attacks cannot be used. If they roll at least 3 successes, one token is removed from that stack. When all 4 tokens of a stack are removed, the Navigation Instrument is destroyed.

Boarding gangway: The gangways are placed as indicated on the setup diagram. A gangway is considered as an area. It does not require any additional movement point to enter or exit.

Board a ship: A unit in an area adjacent to a Leap area may replace its activation to move to the opposing area on the other ship, even if they do not have the Leap skill. A unit with the Leap skill may also use this Special Rule or try to Leap.

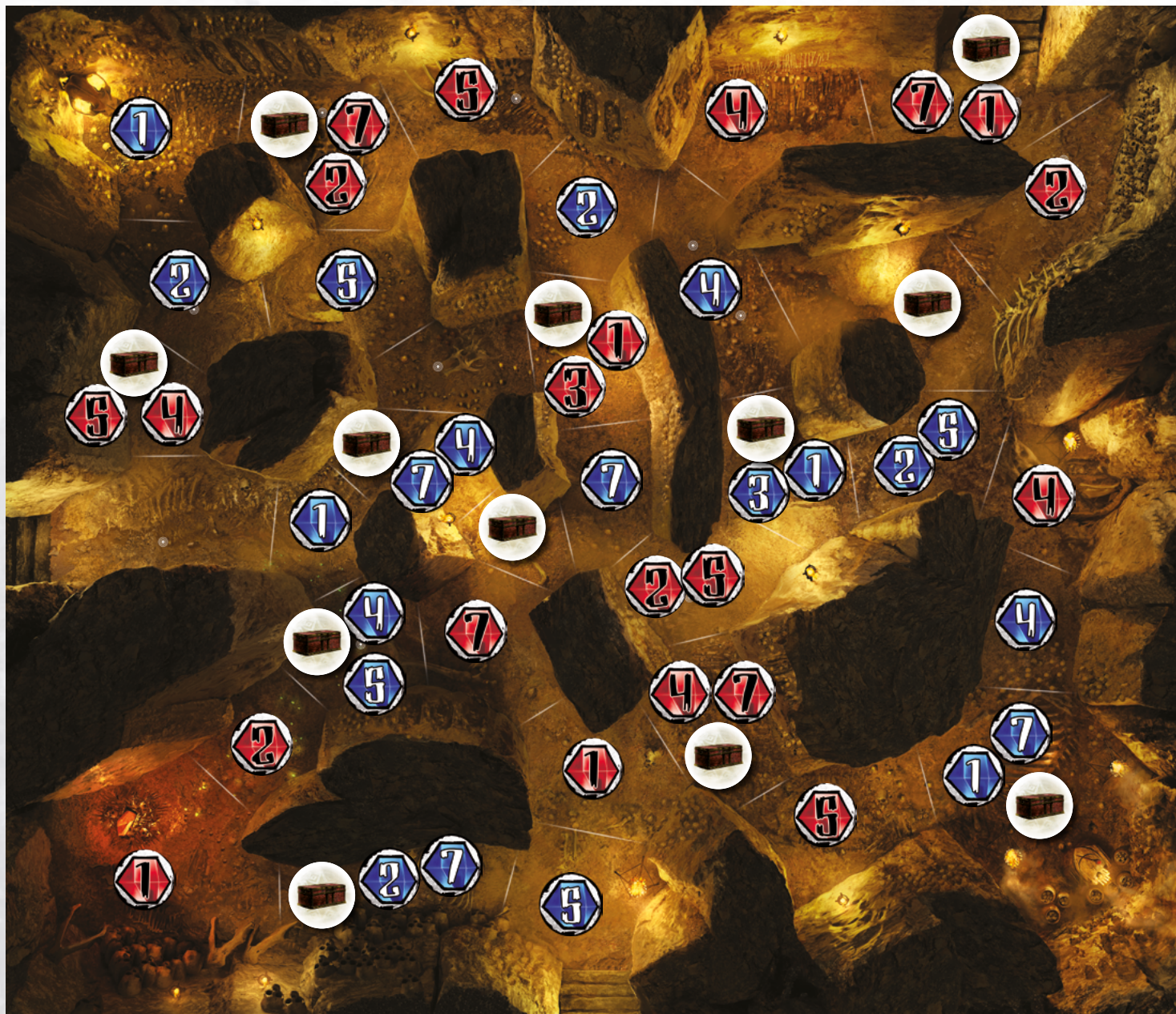
Leap: If a unit fails to leap, they fall in the water and is eaten by sharks; the unit dies. The difficulty of each Leap is indicated on the setup diagram.

THE THREAT FROM THE DEPTHS

In the heart of unforgiving Stygia, in the province of Kheshatta, dark sorcerers are conducting experiments that challenge the very fabric of reality. In utmost secrecy, the terrifying Amenhotep has been crossbreeding all manner of monsters and demons for years, in the hopes of creating an abomination powerful enough to overthrow the pharaoh and claim the throne of Stygia for himself. After each manipulation, the sorcerer puts his new chimera to the test by pitting it against slaves, prisoners, or any other victims he has captured.

This time, the necromancer has lured two teams of mercenaries whom he has drugged and thrown into his catacombs, promising freedom to the group that manages to defeat his creation. But the sorcerer is playful; he has decided to deprive them of their weapons to make the task a little less easy.

The mercenaries barely have time to emerge from the drug-induced fog before the ground begins to shake and open up around them, revealing huge, twisted tentacles. They have little time to react. They will have to retrieve weapons from the corpses strewn about and be the first to destroy the creature.



End-Game Conditions:

A player has cut 5 Tentacles, or at the end of turn 7. If neither player manages to cut 5 Tentacles by the end of turn 7, the creature emerges from the depths and devours all those still alive in the catacombs.

GENERAL

Victory Condition: The General has cut 5 Tentacles. If neither player manages to cut 5 Tentacles by the end of turn 7, both players lose the game.

Initiative: The General has the initiative and starts the game.



The General starts with **11 gems** in their Reserve zone and **0 gems** in their Fatigue zone, and places the Recovery token showing a **recovery value of 5** in their Book of Skelos.

The General may choose 2 spells: **Borí's Rage**, **Mitra's Halo (vs)**, **Energy Drain (vs)**, **Fleet Runner (vs)**.



Champion

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Minion

4



Leader

1



Minion

4



Champion

4



Minion

4

WARLORD

Victory Condition: The Warlord has cut 5 Tentacles. If neither player manages to cut 5 Tentacles by the end of turn 7, both players lose the game.



The Warlord starts with **9 gems** in their Reserve zone and **2 gems** in their Fatigue zone, and places the Recovery token showing a **recovery value of 5** in their Book of Skelos.

The Warlord may choose 2 spells: **Withering**, **Set's Bite (vs)**, **Set's Halo (vs)**, **Fleet Runner (vs)**.



Champion

4



Minion

4



Leader

1



Minion

4



Champion

4



Minion

4



The player activates their Leader. Then, they may use the following Special Rule.

Slithering: The player moves a Tentacle on the board to the area of their choice, or the player takes a Tentacle on the board and places it in the reserve.

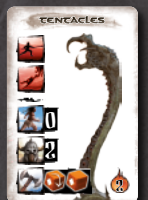
Special rules:

Game Board Rules: Standard game board rules apply.

Captives: All the units of the General and the Warlord are captives of Amenhotep and start the game without weapons. Until their tile is armed, the units can use their Attack value to perform Attack actions but must reduce the result by 2 successes.

Weapons rack: The 12 tokens represent Weapons racks. A unit in an area with a Weapons rack may replace their Attack to retrieve weapons. The player controlling that unit then takes that token and places it on that unit's tile. That tile is considered armed. From now on, the units of that tile may perform Attack actions without penalties. A tile may only have one Weapons rack token at a time.

Tentacles: During setup, players take 9 Tentacle miniatures. They represent the Tentacles of the creature from the depth. Each player, starting with the one with the initiative, places 1 in the area of their choice. The 7 remaining Tentacles are placed in the reserve, next to the board. Tentacles count towards Occupied areas. Place the Tentacles tile between the players.



The creature emerges: At the beginning of each player's turn, before their Activation phase, a player must activate a Tentacle by moving to an adjacent area or by performing an Attack. A Tentacle cannot attack another Tentacle. Benefits cannot be used. Finally, at the end of their activation, the player takes a Tentacle miniature from the reserve, if available, and places it on the board in the area of their choice.

Cut a Tentacle: When a unit kills a Tentacle, it is considered cut. The player controlling that unit places the Tentacle next to their Book of Skelos. Benefits and skills cannot be used to defend the Tentacle.

THE RITE OF PASSAGE

Shadizar is known throughout Hyboria as the capital of the kingdom of Zamora, but also as a corrupted city, a den of thieves, and a place where all manner of debauchery is permitted. It is no wonder, then, that the House of Shadows, a powerful brotherhood of assassins, has chosen to use it as a base from which to launch its terror operations in the surrounding regions with impunity.

There is no shortage of candidates to swell the ranks of the brotherhood, and tradition dictates that new recruits prove their worth by undergoing a rite of passage during which their skills at theft and murder are put to the test. This time, their target will be a fortress of the neighboring Corinthia, at the foot of the Karpash Mountains. This stronghold houses compromising documents that their employer wishes to appropriate, likely for use in some political plot.

But that matters little to the assassins. They have a contract, an objective, and have already received their payment. They care for nothing else. As they advance towards the fortress, the defenders seem to be waiting for them, as if warned of their coming.

This does not diminish the determination of the recruits, quite the contrary. They hope that this mission will be remembered for generations.



End-Game Conditions:

A player has at least 12 Victory Points, or at the end of turn 12.

GENERAL

Victory Condition: The General has 12 Victory Points. At the end of turn 12, the General wins if they have the most Victory Points. If tied, both players win.

Initiative: The General has the initiative and starts the game.



The General starts with **11 gems** in their Reserve zone and **0 gems** in their Fatigue zone, and places the Recovery token showing a **recovery value of 5** in their Book of Skelos.

The General may choose 2 spells: **Bori's Rage**, **Mitra's Halo (vs)**, **Borne by the Wind (vs)**, **Magical Dizziness (vs)**.



Minion
3



Champion
3



Leader
1



Minion
3



Champion
3



Minion
3



Minion
3

WARLORD

Victory Condition: The Warlord has 12 Victory Points. At the end of turn 12, the Warlord wins if they have the most Victory Points. If tied, both players win.



The Warlord starts with **9 gems** in their Reserve zone and **2 gems** in their Fatigue zone, and places the Recovery token showing a **recovery value of 5** in their Book of Skelos.

The Warlord may choose 2 spells: **Withering**, **Deceleration**, **Set's Halo (vs)**, **Magical Dizziness (vs)**.



Minion
3



Champion
3



Leader
1



Minion
3



Champion
3



Minion
3



Minion
3



The player activates their Leader and gains 3 reinforcement points (See Special Rule "Reinforcements"). Then, the General may perform one of the following Special Rules. Finally, the Warlord may perform one of the following Special Rules.

General Special Rules:

Stealth: The General places a token on a tile in their River. Remove the token when the tile next activates. While the token is on the tile, units of that tile cannot be attacked. That token can only be placed on one tile at a time.

Picking tools: The General places a token on a tile in their River. When activated, one unit of that tile in an area with a chest may spend its activation to open that chest. Remove the token from the game. **This Special Rule can only be used once per game.**

Warlord Special Rules:

It's a trap: The Warlord places a Pit token in an area of their choice. The first General's unit that enters that area immediately stops its movement and suffers unavoidable damage (no rerolls allowed). Then remove the token from that area. There cannot be more than 3 Pit tokens on the board at a time.

Spotted: The Warlord removes the token from the General's tile. **This Special Rule can only be used once per game.**

Special rules:

Game Board Rules: Standard game board rules apply.

Reinforcements: The General uses the 5 reinforcement areas outside the fort. The Warlord uses the reinforcement area inside the fort.

Tracking Victory Points: During setup, the General places the token on the 0 space of the Turn track. The Warlord does the same with the token. Use these tokens to track Victory Points.

Opening chests: A unit controlled by the General in an area with a chest may spend its activation to try to open it. Roll (rerolls allowed). If the result has 2 successes, remove the chest from the game and increase the General's Victory Points by 3.

Repel the threat: When a tile in the General's River is dead, the Warlord immediately gains 4 Victory Points. It is not possible to demobilize a tile for this scenario for both sides. It is still possible to dredge the River.

VERSUS SKILLS



Ambidextrous: You may reroll 1 attack die for free.



Attack From Beyond: When you die, you can perform one last free Melee Attack; roll .



Bodyguard: When a friendly unit in your area is attacked, you can parry instead of that unit. Using this skill adds 1 success to their defense power against Melee Attacks.



Circular Strike: When you kill an enemy with a Melee Attack, the excess damage is dealt to another enemy of your choice in the same area. If that unit is killed, repeat the process. Resolve each attack normally before proceeding with the next one



Counterattack: After having survived a Melee Attack, you can immediately counterattack the attacker with a free Melee Attack; roll .



Horror: You may force enemies in the same area to reroll 1 attack die. The result can not be rerolled.



Leadership: The next tile activated this turn by the player controlling this unit costs 1 less gem.



Poison: Instead of inflicting damage, you may choose to remove the base movement value of the target. In this case, lay the target's miniature down. The miniature can still be attacked and defend itself. During the target's next activation, stand up its miniature and the target has a base movement value of zero.

ARMY RECRUITMENT

Leader	Champion	Minion